

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS

1. (Currently Amended) A gaming machine comprising a display and a game controller configured to control images of symbols displayed on the display, the game controller being configured to play a game wherein, if a predetermined special symbol outcome, comprising a plurality of special symbols, occurs in a base game, a player is afforded an opportunity of selecting one of those special symbols and if, as a result of that selection, a predetermined selection outcome occurs, a bonus feature is awarded,

wherein, if the predetermined selection outcome occurs, the selected special symbol animates to change into a trigger symbol including a device and a background scene and wherein remaining unselected special symbols animate to change into a background scene,

whereby the device of the trigger symbol moves from a starting position across the display and when the device reaches a side of the display, a screen display changes to an initial screen display of the bonus feature.

2. (Original) The gaming machine of claim 1 in which the predetermined special symbol outcome is the occurrence of a predetermined, minimum number of the special symbols in the base game.

3. (Original) The gaming machine of claim 1 in which the predetermined selection outcome is the occurrence of a trigger symbol.

4. (Original) The gaming machine of claim 3 in which the probability of the predetermined selection outcome occurring is related to the number of special symbols which occurred in the base game.

5-7. (Canceled).

8. (Currently Amended) The gaming machine of claim 1 [[7]] in which the initial screen display of the bonus feature gives the player a choice of bonus features to be played.

9. (Original) The gaming machine of claim 1 in which the special symbol is a scatter symbol.

10. (Original) The gaming machine of any one of the preceding claims further comprising a selector for enabling the player to select one of the special symbols.

11. (Currently Amended) A method of playing a game on a game playing apparatus, the game playing apparatus comprising a display and a game controller configured to control images displayed on the display, the method comprising the steps of, if a predetermined special outcome comprising a plurality of special symbols occurs

in a base game, affording a player an opportunity of selecting one of those special symbols and if, as a result of that selection, a predetermined selection outcome occurs, awarding a bonus feature,

wherein, if the predetermined selection outcome occurs, the selected special symbol animates to change into a trigger symbol including a device and a background scene and wherein remaining unselected special symbols animate to change into a background scene,

whereby the device of the trigger symbol moves from a starting position across the display and when the device reaches a side of the display, a screen display changes to an initial screen display of the bonus feature.

12. (Original) The method of claim 11 comprising selecting the predetermined special symbol outcome to be the occurrence of a predetermined, minimum number of the special symbols in the base game.

13. (Original) The method of claim 11 comprising selecting the predetermined selection outcome to be the occurrence of a trigger symbol.

14. (Original) The method of claim 13 comprising relating the probability of the predetermined selection outcome occurring to the number of special symbols which occurred in the base game.

15-17. (Canceled).

18. (Currently Amended) The method of claim 1 [[17]] comprising offering the player a choice of bonus features to be played via the initial screen display.

19. (Original) The method of claim 11 in which the special symbol is a scatter symbol.